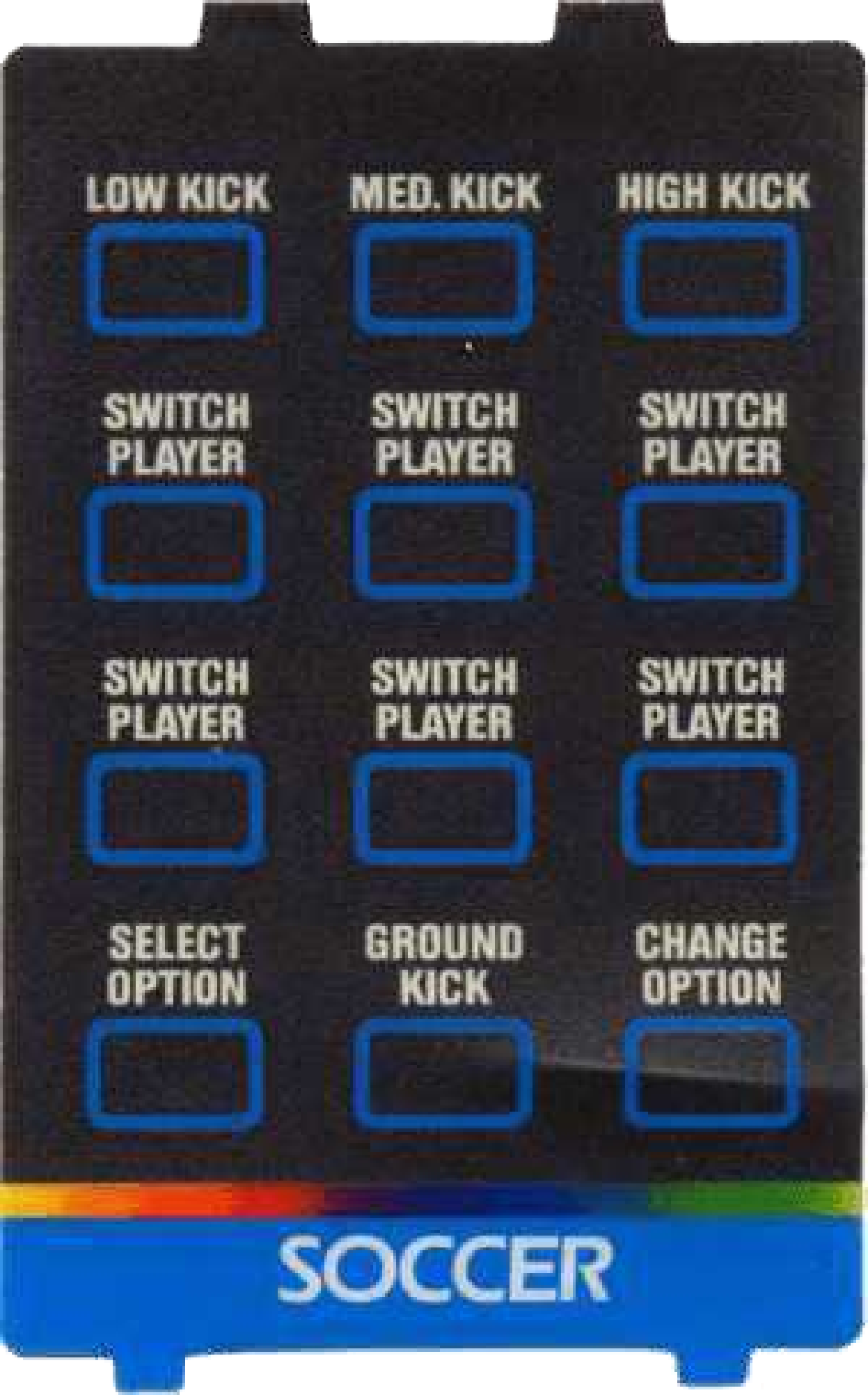
LOW KICK
MED. KICK
HIGH KICK
SWITCH PLAYER
SWITCH PLAYER
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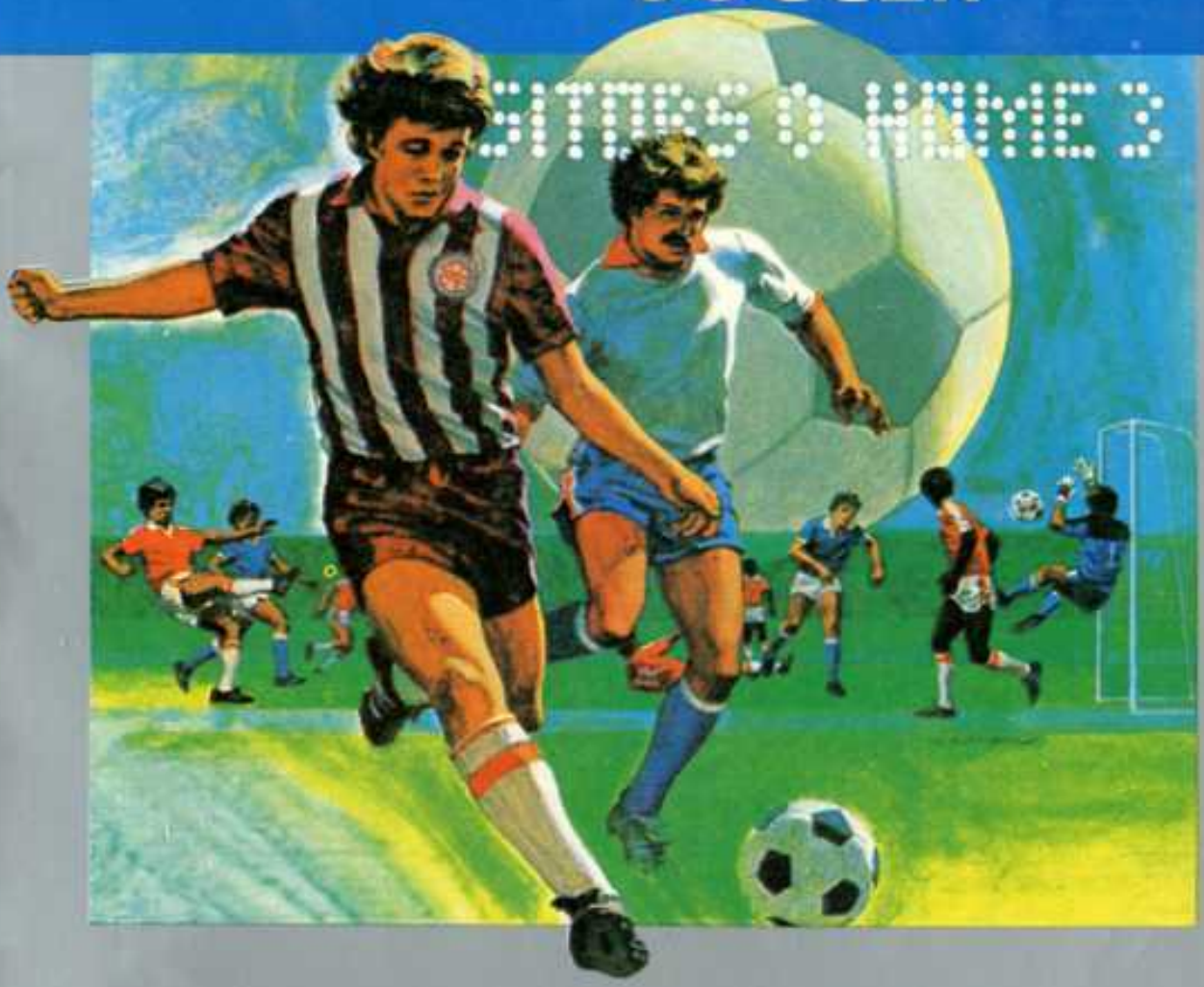
SWITCH PLAYER
SELECT OPTION
GROUND KICK
CHANGE OPTION
SOCCER

ATARI® 5200™

RealSports™ SOCCER



To insert your 5200 game cartridge, hold the cartridge so the name on the label faces you and reads right-side-up. Then carefully insert the cartridge into the slot in the center of the console. Be sure the cartridge is firmly seated, but do not force it in. The **POWER ON/OFF** switch is located on the lower right side of the 5200 console unit. Press this switch to turn the power on **AFTER** inserting your game cartridge. ***See your Owner's Manual for further details.***

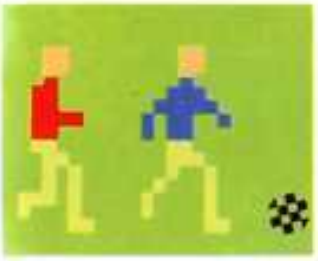


TABLE OF CONTENTS

1. Score the Winning Goal 1

2. Game Play 2

3. Using the 5200™ Controllers 6

4. TRAK-BALL™ Option 11

5. Options and Play Levels 12

6. Game Tips 13

7. Game Select Matrix 14

8. Scorecard 14

GOAL!

1. SCORE THE WINNING GOAL

The game's all tied up: Visitors 1, Home Team 1. The attackers are on the threshold of your goal, and it looks like they'll score the winning point, unless .... You see your chance, steal the ball, and reverse the play. With brilliant footwork, you dribble the ball into the opponents' goal area. A defensive back moves in to intercept, but you feint to one side and pass the ball to a teammate. Now to reposition for a try at the goal on the return pass. The goalie anticipates the maneuver and runs up to cover the goal, starting a rumble of excitement in the stands. Tension builds.

You expect nothing more than a ground pass from your teammate, but soccer is a game of surprises. As defensive backs move in to tackle the ball, your teammate suddenly backs off and lofts it high over their heads, catching the defenders completely off guard. The crowd's on its feet now; the rumble crescendos to a roar. This is it! Your beautiful once-in-a-lifetime moment.

High into the air you jump, your body arching back as you lift your head to track the oncoming ball. For an instant

GOAL! GOAL! GOAL!

you seem to hover in air, then suddenly jacknife forward, smack the ball perfectly with your forehead, and send it hurtling toward the goal. The goalie dives for it. He misses.

The crowd's screaming wildly, out of control. Breaking through the police barrier, fans stream onto the field and lift you onto their shoulders. You're a hero! You scored the winning goal!

2. GAME PLAY

OPTIONS

ATARI 5200 RealSports SOCCER can be played by two players, by one player against the computer, or by the computer against itself (Auto-Play). Single-player games and Auto-Play games can be played at skill levels from Beginning to Expert. Halves can last from 5 to 45 minutes. RealSports SOCCER is set for a 2-player game with 5-minute halves. If you want to play with different options, change the Options Display (*see* ***Figure 1*** *on the following page*). Instructions are given in Section 3. Options and skill levels are described in Section 5 and are summarized in the Game Select Matrix (Section 7).

Figure 1 - Options Display

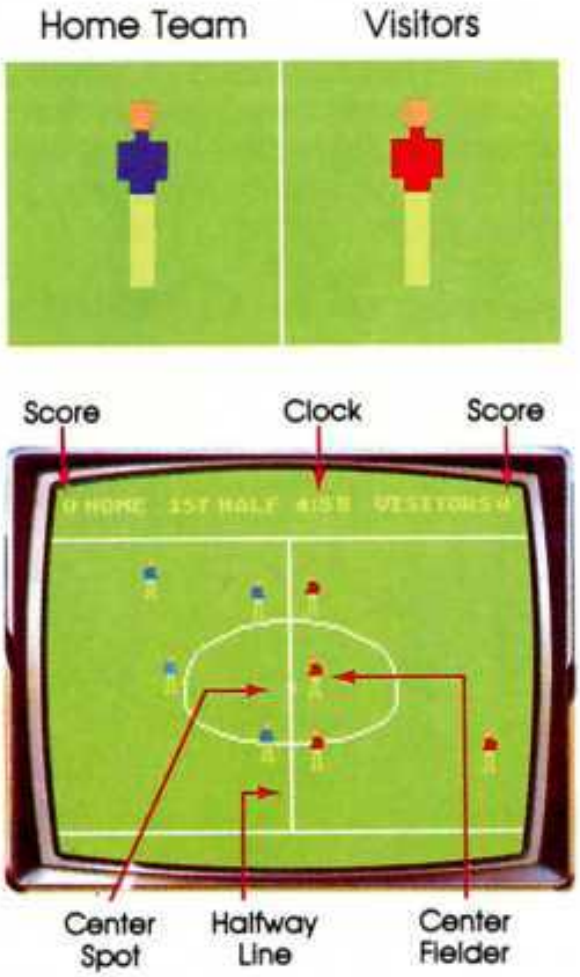


Figure 2 - Start of a Game

OBJECT OF THE GAME

Your object is to score points by maneuvering the ball past your opponents and into their goal. You score 1 point for each goal. The team with the highest number of points at the end of the game wins. A scorecard is provided in Section 8 to help you keep track of your wins and losses.

When you're ready to start the game, press the **START** key on your 5200 controller. The soccer field and score digits will appear, as shown in ***Figure 2***.

TEAMS

Each team has 5 players: 4 fielders and a goalie or goalkeeper. Home Team players wear blue shirts; Visitors wear red. (**NOTE:** Colors may vary with your television control settings.)

The team in possession of the ball is the *attacking* team. At the start of the game, the Visitors are the *attackers* and the Home Team the *defenders*.

The computer controls all goalie moves. You control one fielder with the 5200 controller or TRAK-BALL™ option while the computer controls the other three. Instructions for using the controller are given in Section 3, USING THE 5200™ CONTROLLERS. See Section 4 for TRAK-BALL information.

When your team is attacking, you control the *ball carrier* (fielder with the ball). In defensive play, the computer selects the fielder. You can switch to another fielder by pressing any one of the **SWITCH PLAYER** keys on the controller keypad (*see KEYPAD CONTROLS, Section 3*). The controlled player is identified by his bright shirt.

REFEREE

As referee, the computer blows the whistle to call penalties, signals the end of the first half, and places balls for kickoffs and penalty plays.

THE CLOCK

As soon as you start the game, the clock at the top of the television screen begins counting down the seconds to the end of the first half. At the end of the first half, it resets and counts down the second half. There is no time-out between halves.

THE PLAY

At the start of the first half, the ball is placed on the *center spot* on the *halfway line* (***Figure 2***). Home Team fielders (blue shirts) are on the left side of the line, Visitors (red shirts) on the right. The Visitors' center fielder starts the play by kicking the ball from the center spot. The center may kick the ball to a teammate or move it toward the goal himself.

Visitors attack the left goal (***Figure 3***) while the Home Team tries to intercept the ball and attack the opposite goal. The defenders can intercept the ball as soon as it's kicked off the center spot.

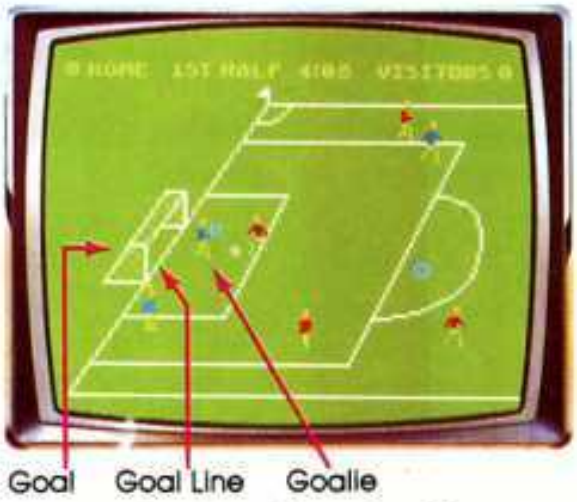


***Figure 3** - Attacking the Home Team's Goal*

Except during the throw-in (see PENALTY PLAYS), fielders never touch the ball with their hands. The ball is *trapped* (caught with the feet), kicked, and dribbled with the feet. Players may also bounce the ball off their heads. (*See Section 3 for ball control information and Section 6 for game tips.*)

SCORING

To score a point, a fielder must kick the ball past the goalie and into the goal. The goalie defends the goal by catching or trapping the ball and kicking it upfield to a teammate.

When a goal is scored, the ball is returned to the center spot and the team that did **not** score kicks off.

SECOND HALF

In the second half, the goals are reversed. Home Team fielders take positions on the right side of the halfway line and attack the left goal. Visitors are positioned on the left side of the line and attack the right goal. This time, the Home Team kicks off.

PENALTY PLAYS

There are three out-of-bounds penalty plays in ATARI 5200 RealSports SOCCER:

- Throw-in
- Goal Kick
- Corner Kick.

Throw-In. When one team dribbles or kicks the ball over a sideline, the other team throws it back into play at the point it went out of bounds (***Figure 4***). The ball may be intercepted as soon as it's thrown in. The computer positions the fielder for the throw-in. You trigger the throw-in and control the direction and force of the throw with the 5200 controller (see BALL CONTROL, *Section 3*).

***Figure 4** - Throw-In Penalty Play*

Goal Kick. When the attacking team maneuvers the ball over the defending team's goal line (outside the goal), the ball is placed in front of the goal and the goalie kicks it upfield (***Figure 5***). Either team can trap the ball when the kick is completed. The computer completely controls the goal kick penalty play in all games.

Corner Kick. If the defending team moves the ball over its own goal line, the ball is placed in a corner near the goal and a member of the attacking team kicks it upfield to a teammate (***Figure 6***). Either team can inter-

Figure 5 - Goal Kick Penalty Play

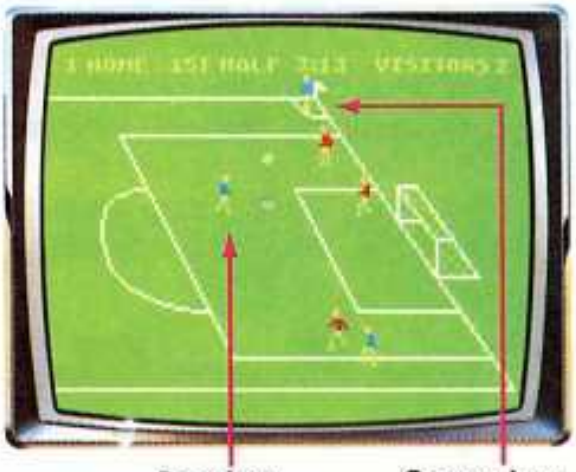


Figure 6 - Corner Kick Penalty Play

cept the ball when the kick is completed. The computer positions your fielder. You set the height of the kick, direct the ball, and trigger the kick with the controller (*see BALL CONTROL*).

3. USING THE 5200™ CONTROLLERS

For one-player games or Auto-Play, plug a 5200 controller into jack **1** on the front of the console unit. For two-player games, plug a second controller into jack **2** (*see **Figure 7***).

Figure 7 - Controller Connections

KEYPAD OVERLAYS

For your convenience, two keypad overlays are included with this game (***Figure 8***). Slip the overlay tabs into the slots provided on the controller keypad.

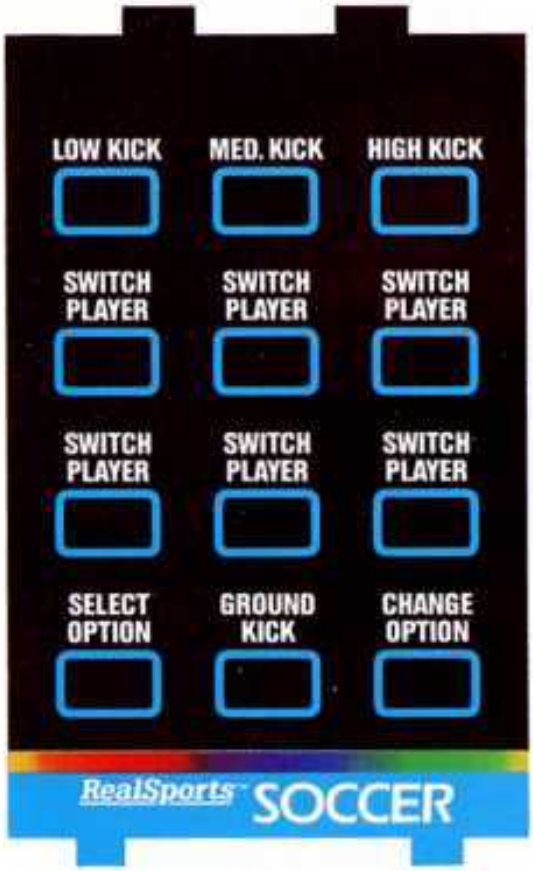


Figure 8 - SOCCER Keypad Overlay

CONTROL KEYS

START. Press **START** on the left controller (plugged into jack 1) to start the game. To return a game to the opening kickoff, press **START** on either controller.

PAUSE. Press **PAUSE** to freeze the action temporarily. Press **PAUSE** again to continue playing. Operates on both controllers in two-player games. (**NOTE:** If **PAUSE** is on longer than 8 minutes, the soccer field will change colors to prevent "burn in" of static images on your television screen.)

RESET. Press **RESET** to reset SOCCER to the Options Display (***Figure 1***). Operates on both controllers in two-player games.

RED KICK BUTTONS

Use the red buttons on either side of your 5200 controller (***Figure 9***) as follows:

- Bottom Button: Ground kick
- Top Button: Lofted kick (into the air) and throw-in.

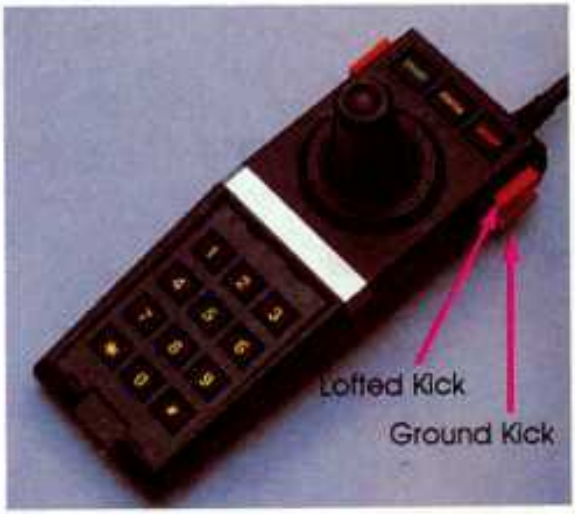


Figure 9 - 5200 Controller

The left and right sets of buttons function identically. It doesn't matter which set you use.

KEYPAD CONTROLS

Refer to ***Figure 8***, Keypad Overlay.

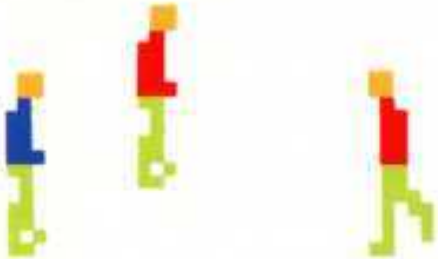
SELECT OPTION (★). Selects the option to be changed. The order of selection is:

1. Play mode
2. Minutes per half
3. Computer play level.

The option to be changed appears in red on the Options Display, as shown in ***Figure 1***. *(See Section 5 for descriptions of the options.)*

CHANGE OPTION (#). Changes the option.

NOTE: Before **START** is pressed, **SELECT OPTION** (★) and **CHANGE OPTION** (#) operate only on the left controller (plugged into jack 1). After **START**, these keys operate on both controllers.



HOW TO CHANGE OPTIONS

1. Press **RESET** to see the Options Display (***Figure 1***).
2. The **2 PLAYER** play mode option should appear in red.
3. Press **CHANGE OPTION** (#) to change the play mode. Note that the computer play level option appears when you change the play mode to **1 PLAYER** or **AUTO-PLAY**.
4. Press **SELECT OPTION** (★) to display the minutes per half option in red.
5. Press **CHANGE OPTION** (#) to change the minutes per half.
6. Press **SELECT OPTION** (★) to display the computer play level option in red.
7. Press **CHANGE OPTION** (#) to change the computer play level.

KICK Keys. These four keys set different types of kicks, which are triggered by pressing the top red controller button. A key remains set until another key is pressed. If you do not select a **KICK** key, your fielder kicks a medium-high ball when you press the top red button.

- **LOW KICK (1).** Low, short kick for short passes and goal kicks at close range.
- **MED KICK (2).** Medium-height kick for longer passes and goal kicks.
- **HIGH KICK (3).** Long-distance kick. Lofts the ball high into the air and covers ground.
- **GROUND KICK (O).** Sets a ground kick, duplicating the function of the bottom red controller button.

SWITCH PLAYER Keys (4 - 9). These six keys allow you to switch control from one fielder to another when your team is defending. Each time you press a key (any key), the computer lights up a different fielder. **SWITCH PLAYER** keys do not select specific fielders and do not operate when a team is attacking.

CONTROL STICK

Use the control stick (joystick) to move your fielders around the field and control the ball (*see Figure 10*). The control stick rotates 360 degrees for maximum maneuverability.

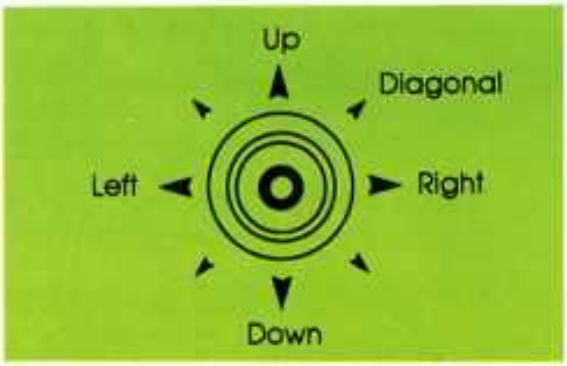


Figure 10 - Control Stick Moves

SPEED CONTROL

Fielders can move at three speeds: walk, run, and run fast (*Figure 11*). The further from center you move the control stick, the faster they move. Center the control stick to stop.

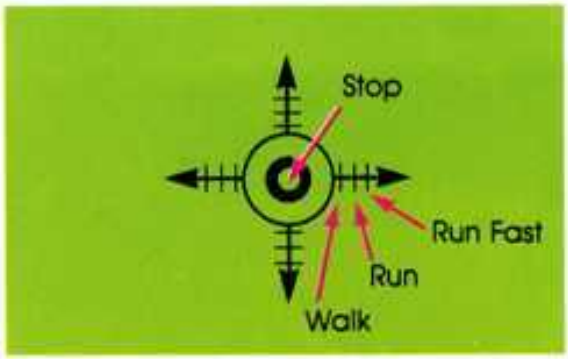


Figure 11 - Controller Speeds

BALL CONTROL

Trapping. A fielder traps the ball when he touches it.

Dribbling. Push the control stick in the direction of the goal to

dribble the ball down the field. The further you push the control stick, the faster the ball carrier goes. That's not all there is to it, however. You must use evasive tactics to keep opponents from *tackling* (intercepting) the ball. A few effective maneuvers are zig-zagging down the field, varying pace, switching direction suddenly, passing the ball to a teammate, and outdistancing the tackle.

Intercepting. You can intercept by trapping a kicked ball or by stealing a dribbled ball. To steal the ball, run your fielder straight into the ball carrier (don't go around him), trap the ball, and dribble it toward your goal or pass it to a teammate.

Passing. Passing is an effective way to move the ball downfield and maintain control. To pass the ball, move the control stick in the direction of your receiver and press the appropriate red kick button.

Kicking. Move the control stick in the direction you want the ball to go and press the red kick button (*see* **KICK Keys**). A ground kick is good for short-distance passing, kickoffs, and some goal kicks (*see* GAME TIPS, *Section 6*). Use a lofted kick for long-distance passing and most goal kicks. (**NOTE:** The faster your fielder moves when he kicks the ball, the further the ball goes.)

Throw-In. Using the control stick, direct the ball to a teammate. Press the top red controller button to make the throw. The further from center you move the control stick, the more forceful the throw and the further the ball goes.

Corner Kick. Choose a **KICK** key. Using the control stick, direct the ball to a teammate. Press the top red controller button to make the kick.

CAUTION! Be careful not to kick the ball out of bounds on a corner kick.

See also Section 6 for tips on ball handling and teamwork.

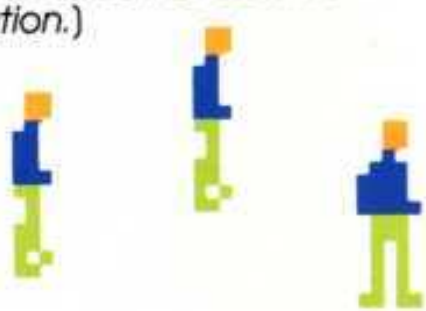
4. TRAK-BALL™ OPTION (Future Accessory)

ATARI 5200 RealSports SOCCER offers a TRAK-BALL option that may be purchased separately. To play the game with a TRAK-BALL, plug the TRAK-BALL into controller jack **1** on the front of the 5200 console unit. Follow the instructions in Section 3 for changing options, switching players, kicking, and controlling the ball.

For two-player games, you can use two TRAK-BALLS or a 5200 controller and a TRAK-BALL. Plug the second TRAK-BALL or 5200 controller into jack **2**.

TRAK-BALL ACTION

Move the TRAK-BALL with your hand. Fielders move in any direction you move the TRAK-BALL. The faster you spin the TRAK-BALL, the faster they go. Press the red buttons to kick the ball. (*See your* TRAK-BALL *Owner's Manual for additional information.*)



5. OPTIONS AND PLAY LEVELS

A summary of options is provided in the Game Select Matrix in Section 7. Instructions for changing options are given in Section 3.

OPTIONS

- **Play Mode.** One or two players or Auto-Play. Auto-Play is for spectators or RealSports SOCCER players who want to study game techniques at various skill levels.
- **Minutes per Half.** Halves can be anywhere from 5 to 45 minutes long.
- **Computer Play Level (for One Player and Auto-Play).** Beginning, Novice, Intermediate, Expert. Start at Beginning level. Change the play level when the computer becomes easy to beat or you want to study faster, more expert games.

COMPUTER PLAY LEVELS

- **Beginning.** Computer teams walk through games and respond slowly. Teamwork is poor; ball control is loose. In one-player games, balls are easy to intercept and pass, and goals are easy to penetrate. Good level for practicing ball control, kicks, and strategy with minimum opposition.
- **Novice.** Computer teams are more energetic. Teamwork is better, ball control is tighter, and interceptions are more difficult. Goalies are more alert.
- **Intermediate.** The computer gives you plenty of trouble in one-player games at this level. Games are fast, teamwork is good, and balls are hard to intercept. Unless you're an experienced player, you'll have trouble holding onto the ball, let alone scoring. Auto-Play games are exciting at this level.
- **Expert.** World Cup soccer. The computer team would even give Pelé trouble. Recommended for expert ATARI 5200 RealSports SOCCER players and spectators.

6. GAME TIPS

KICKING A GOAL

A straight kick into the goal will almost always be blocked by the goalie. Try to position your fielder for a diagonal kick. In ***Figure 12***, the ball carrier is centered to the goal and can kick the ball diagonally right or diagonally left into the goal.

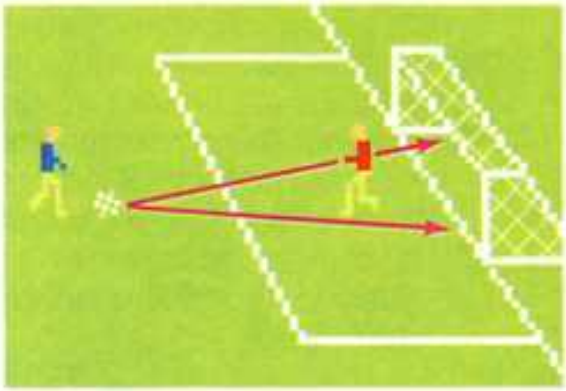


Figure 12 - *Goal Kick Strategy*

Normally, it is easier to score goals with lofted kicks. However, if the ball carrier is very close to the goal, he can often sneak the ball past the goalie with a short ground kick.

PASSING

At Beginning and Novice skill levels, you may not be able to pass the ball directly to your receiver. In that case, lay the ball in his path, close enough for him to overtake and trap it before opponents can intercept.

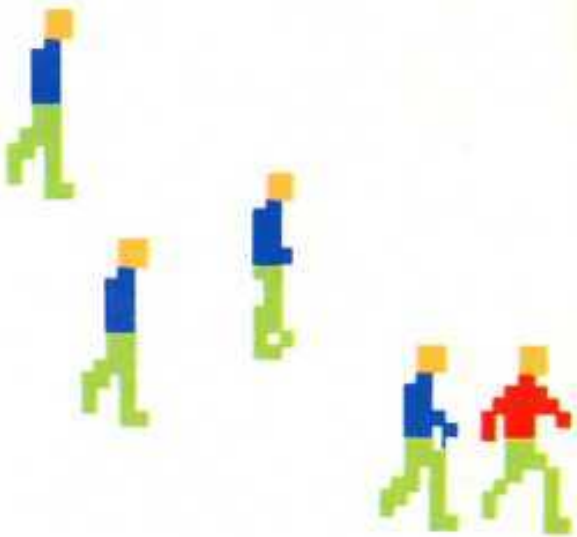
At Intermediate and Expert skill levels, pass the ball frequently to prevent interceptions and maintain control of the ball.

DEFENDING YOUR GOAL

When the attackers are close to your goal, try to intercept the ball and pass it to your goalie. He'll kick it upfield and move the play away from the goal. Make the pass at close range with a short ground kick, but be very careful not to penetrate the goal and score a point for your opponents!

WRAPAROUND

When your team is defending, you can move your fielder off the side of the screen and "wrap around" to the opposite side. This may put your fielder in a better position to intercept the ball.



7. GAME SELECT MATRIX

Play Mode	2 Players	1 Player	Auto-Play
Minutes per Half	5 to 45	5 to 45	5 to 45
Computer Play Level	Not Applicable	Beginning Novice Intermediate Expert	Beginning Novice Intermediate Expert

8. SCORECARD

Game No.	Teams	Score	Date
1	Visitors: Grizzlies Home: Wild Cats	4 2	July 10th

Game No.	Teams	Score	Date

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